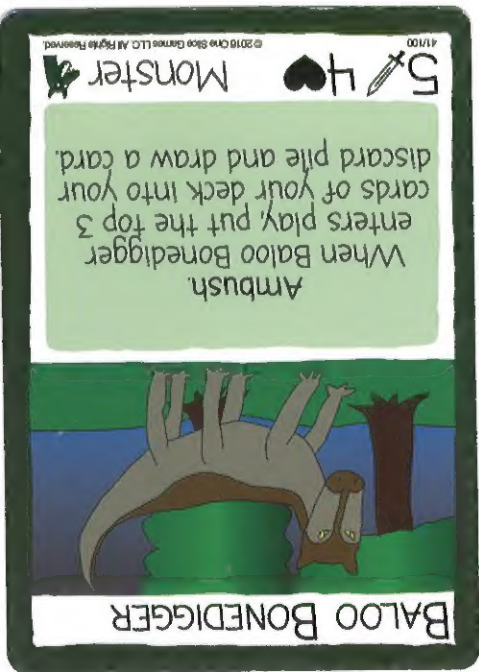
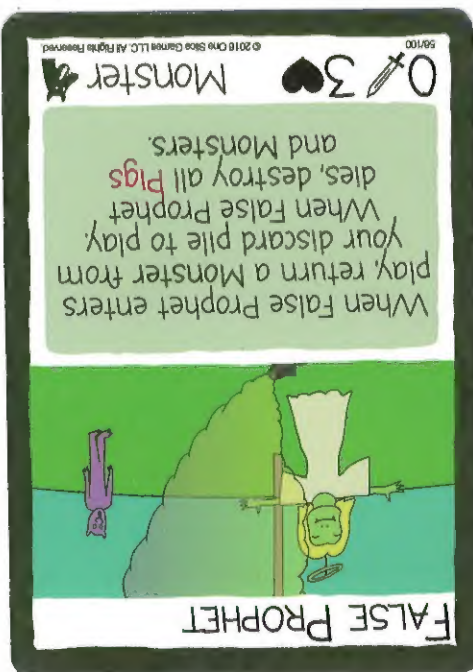
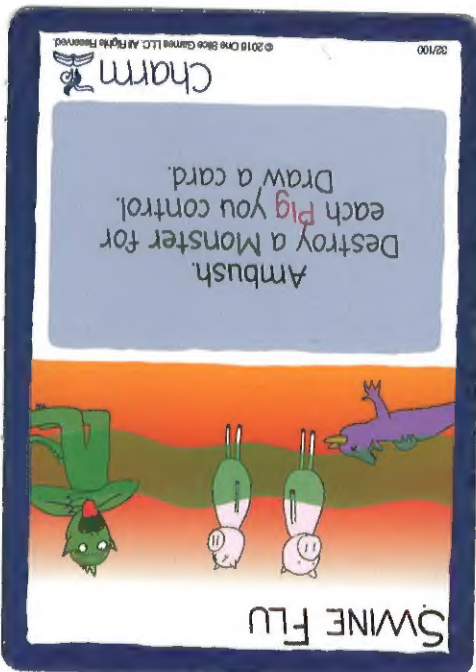
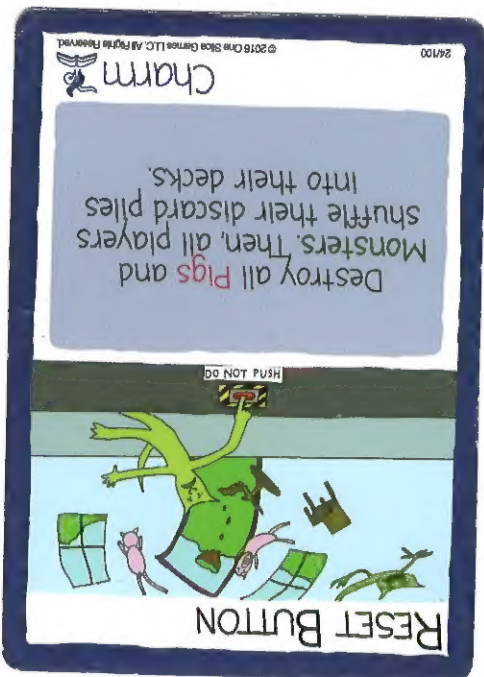




EVAPORATE



Ambush.
Destroy all **Pigs** and put all
Monsters on the bottom of
their controllers' decks.

Charm

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KEENAN'S REVENGE

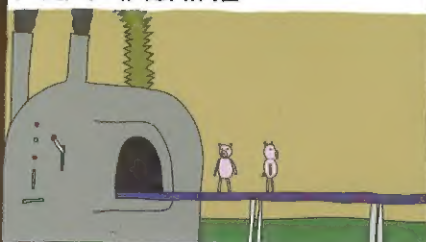


Put a **Pig** into play
for each Monster in
your discard pile.

Charm

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PIG MACHINE



Put 2 **Pigs** into play.

Relic

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GOLDTHIEF GRIFFIN

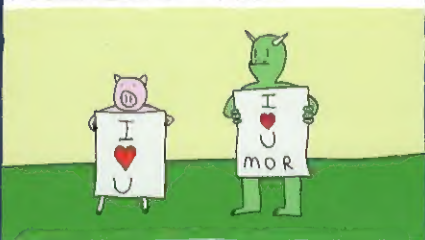


Flight.
Draw a card.

5/5 Monster

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FRIENDSHIP TEST

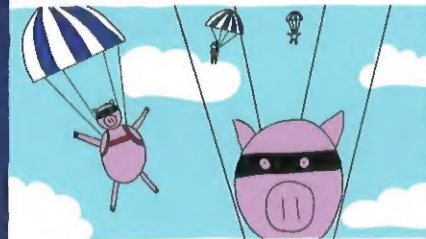


Ambush.
Each player reveals the top
card of their deck. Put one
of those cards into your
hand. Put the rest into their
controllers' discard piles.
Draw a card.

Charm

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HAMBUSH!

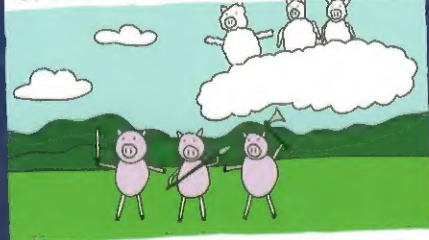


Ambush.
Put 4 **Pigs** into play.

Charm

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CALL TO HOOVES

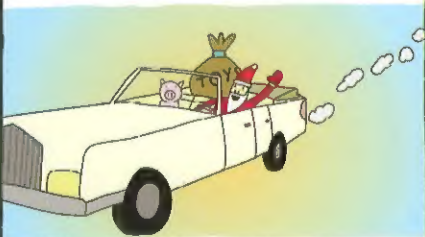


Put three **Pigs** into play.
You may play Call to Hooves
from your discard pile. If you
do, put it on the bottom of
your deck and your **Pigs** get
Rage this turn.

Charm

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GRANDFATHER CHRISTMAS



When Grandfather
Christmas enters play you
may either destroy a Relic,
or put two **Pigs** into play, or
gain 5 life.

5/5 Monster

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DUALIZER



Whenever you play a
Charm, you may copy it.

Relic

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6♥ 6♣ Monster

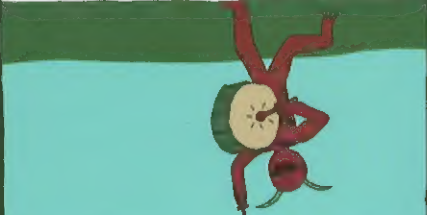
When Demon Swineherd enters play, put 2 Pigs into play.



DEMON SWINEHERD

7♥ 7♣ Monster

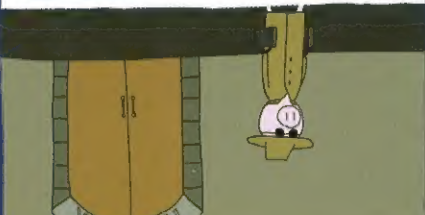
Rage
When Beats Bringer enters play, your Pigs and Monsters can't be blocked this turn.



BEATS BRINGER

charm

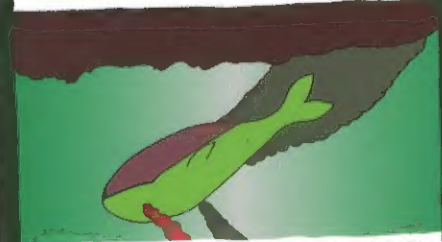
Your opponents reveal their cards from among their hands. Choose two total and put them into your hand.



HEIST

3♥ 5♣ Monster

Free
You may play Great Zombie Whale from your discard pile.



GREAT ZOMBIE WHALE

11♥ 12♣ Monster

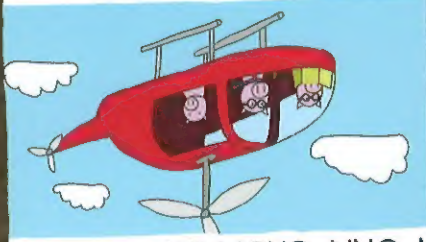
Ambush.
Flight.
When Thunderous Porkbird enters play, put five Pigs into play under your opponents' control, divided however you choose.



THUNDEROUS PORKBIRD

Relic

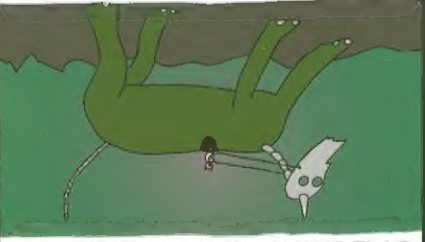
Pigs you control have Flight and Rage. Put a Pig into play.



PORK CHOPPER

12♥ 12♣ Monster

If Saddled Bonefiend is in your discard pile and would be shuffled into your deck, you may put it into play instead.



SADDLED BONEFIEND

5♥ 6♣ Monster

Flight.
You may play Phoenix Ashdrinker from your discard pile.
When Phoenix Ashdrinker deals damage, you gain that much life.



PHOENIX ASHDRINKER

Relic

Your Pigs and Monsters have +2 and Rage.



WAR DRUMS

SPIN THE WHEEL



Roll a D6 and draw that many cards. If you rolled a 1, Spin the Wheel is Free.

Charm

28/100

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GRAVY JONES



Free
When Gravy Jones enters play, a player of your choice shuffles their discard pile into their deck. Then, you draw a card.

3 4

Monster

61/100

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ETALA WELDER



Flight.
When Etala Welder enters play, put a card from an opponent's discard pile into your hand.

5 7

Monster

55/100

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PALEO TWIN



Rage
When Paleo Twin enters play, search your deck for Hello Twin and put it into play. Then, shuffle your deck.

7 6

Monster

69/100

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SUPERNOVA



Destroy all **Pigs** and Monsters you don't control.

Charm

31/100

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HOGTIE



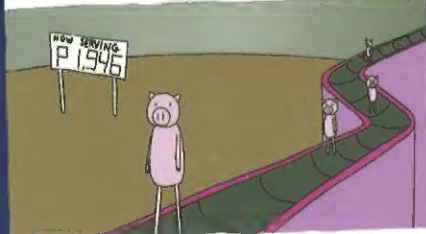
Name a card and choose an opponent to reveal their hand. If the named card is revealed, put it into your hand and put 10 pigs into play.

Charm

18/100

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HERE PIGGY PIGGY



Ambush.
Put a **Pig** into play and return Here Piggy Piggy to your hand.

Charm

15/100

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KEENAN'S TOMB



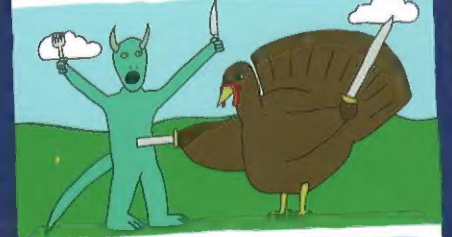
Draw a card. Then, gain 1 life for each Relic you control.

Relic

03/100

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THANKSGIVING



Ambush.
Destroy a **Pig** or Monster. Its controller gains 5 life and you gain 5 life.

Charm

33/100

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ETALA ASSASSIN



Flight.
 ⚙️: Destroy a Monster.

3/2 Monster

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PIGNAPPER



Ambush.
 When Pignapper enters play, you gain control of up to 2 Pigs your opponents control.

5/5 Monster

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SKULCHING DRAGONFLY



Flight.
 Free
 When Skulching Dragonfly enters play, draw 2 cards, then discard 2 cards.

2/2 Monster

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CRANIAL OPTIMIZER

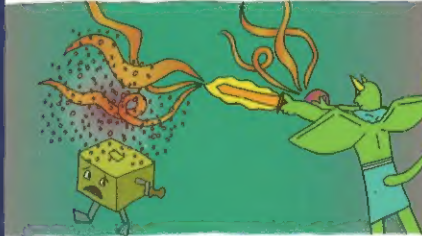


⚙️: Draw 2 cards, then discard a card.

Relic

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ASHES OF AZALLO

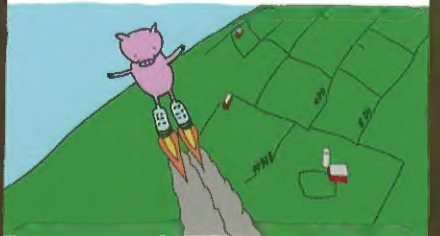


Ambush.
 Destroy a Relic.
 You may play Ashes of Azallo from your discard pile. If you do, put it on the bottom of your deck.

Charm

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BLOOCHERS

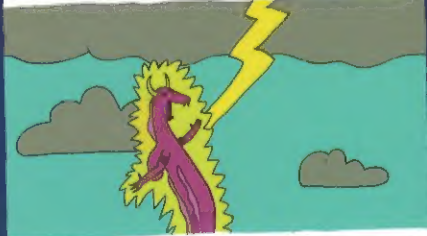


Free
 ⚙️: Give a Pig or Monster +2, +2, Rage, and Flight this turn.

Relic

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LIGHTNING BOLT



Ambush.
 Deal 6 damage to a Monster or player.
 Draw a card.

Charm

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NECRONOMICON



⚙️: Reveal the top 3 cards of your deck and put a Monster from them into play. Put the rest of the cards on the bottom of your deck.

Relic

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BALOO HOMEWRECKER



When Baloo Homewrecker enters play, destroy a Relic.

7/7 Monster

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